CALL FOR APPLICATIONS
Digital Humanities Designer-Developer
The Making and Knowing Project
Columbia University in the City of New York

The Making and Knowing Project, a research cluster of the Center for Science and Society at Columbia University, seeks a collaborative and creative Digital Humanities Designer-Developer. This part-time consultant position, funded by a grant from the National Endowment for the Humanities, has an expected duration of two years. The start date is flexible and can start as soon as the hire can be made.

The Designer-Developer will join the Project staff and collaborators during the final years of the creation of an open-access critical digital edition of an intriguing late sixteenth-century French manuscript containing technical instructions for little-known craft practices. This is an exciting opportunity to rethink and shape the way scholars in the humanities communicate in the digital space, and will draw upon the Designer-Developer’s technical, aesthetic, and intellectual strengths and curiosity.

The candidate will develop and design the digital environment that will integrate the Project’s research on this manuscript since 2014 into a dynamic and interactive website. This site will allow scholars, educators, and students to draw new connections about thematic focuses, specific materials, and much more from the contents of the text and the research results.

The digital critical edition aims to

- Allow user-directed, comparative viewing of the facsimile images, the transcription of the original French manuscript, and the English translation;
- Present the multimedia critical commentary produced by the Project, including historical research and hands-on laboratory reconstructions of the manuscript’s “recipes;”
- Integrate the critical commentary and other relevant resources into the presentation of the manuscript’s text to illuminate specific aspects of the manuscript, whether a word or a technique, as well as the historical and cultural context of its production;
- Feature comprehensive search functions that allow users to easily navigate the manuscript, and to collect information through various filters, thereby turning the manuscript into a database of historical information and technical recipes.

The Making and Knowing Project looks forward to working with the Designer-Developer to develop these and other features of the edition to construct clear, persuasive, multifaceted, interactive, and innovative online reading experiences.

The Designer-Developer will

- Design, prototype, test, and implement visually compelling digital designs enhancing long-form text, particularly focusing on reader experience, effective integration of media and data, and the communication of the Project’s research;
- Contribute to building out flexible and sustainable technology platforms for the Project’s research elements and explore new and innovative applications and tools in the digital humanities;
Work within a common and well-established technology stack (HTML/HTML5, with CSS and JavaScript served statically through a Columbia Libraries webserver) to reduce resource expenditure on active maintenance and help to resist obsolescence and ensure long-term usability;

Maintain current awareness of relevant technologies and apply that knowledge to their work.

One of the core principles of the Making and Knowing Project is collaboration, and the successful candidate will work closely as a member of the Project team through a collaborative process of design to create the final digital edition. Such collaboration may include presentation of the work in publications and in national and international lectures and conferences.

For more information on the Making and Knowing Project, please see

- The photo repository of lab reconstruction experiments: [http://tinyurl.com/htecvt9](http://tinyurl.com/htecvt9)
- Follow the Making and Knowing Project on Twitter: [https://twitter.com/makingknowing](https://twitter.com/makingknowing)

Qualifications:

**Required:**

- 3+ years of professional experience in front-end web and/or GUI (Graphic User Interface) design.
- Demonstrated knowledge of front-end technologies: HTML5, CSS3, jQuery.
- Demonstrated ability to enhance long-form text with visual design.
- Demonstrated knowledge of web standards, data formats, accessibility, and responsive design principles.
- Ability to quickly and effectively produce wireframes and mockups.
- Ability to process and edit digital images for the web.
- Innovative approach to narrative, publication design, reader experience, and interaction.
- Excellent verbal and written communication skills.
- Ability to work as part of a team in an agile project management environment.
- Significant experience with UNIX, relational databases (e.g., MySQL, PostgreSQL), and one or more relevant software / scripting languages (e.g., JavaScript, PHP, Python, Ruby/Rails, Perl).
- Ability to manage software development using revision control software such as Git/GitHub.

**Preferred:**

- Familiarity and interest in academic publishing.
- Familiarity and engagement with the humanities and/or social sciences.
- Familiarity with relevant presentational frameworks and libraries.
- Ongoing interest and engagement with emerging digital technologies.
- Experience in one or more of the following areas:
  - Natural language processing, text analysis, data-mining, machine learning, spatial information / mapping, data modeling, information visualization, integrating digital media into web applications; experience with XML/XSLT, GIS, SOLR, linked data technologies; experience with platforms used for digital exhibits or archives.
Position details and compensation:
The appointment is a part-time consultant position for a two year period, with the possibility of becoming a salaried position for the duration of the grant. Terms of work are flexible and negotiable, with both off- and on-site work participation required at Columbia University. Compensation is competitive and commensurate with experience. The contributions of all collaborators will be credited in the published edition. A full proposal including scope of work and budget will be negotiated with successful applicants in subsequent rounds of the application process.

Application process:
Please e-mail all applications to the Project Manager, Naomi Rosenkranz (njr2128@columbia.edu) with “Making and Knowing Designer-Developer” in the subject line. Attach a single pdf document that includes:

- Curriculum vitae
- Cover letter with statement of interest and qualifications
- List of previous clients, projects, websites, or other relevant digital materials.
- List of three references, with telephone numbers and email addresses.

Applications will be reviewed on a rolling basis, however we cannot guarantee that applications received after December 29, 2016 will be considered. Selected applicants will be provided with additional information and materials in order to develop a full proposal.

Columbia University is An Equal Opportunity/Affirmative Action employer and strongly encourages individuals of all backgrounds and cultures to consider this position.